Listing of Claims:

This listing of claims will replace all prior versions, and listing, of claims in the application.

1. (Currently Amended) A method of conducting a wagering game on a gaming machine, comprising:

>   receiving a wager from a player to initiate play of the wagering game;

>   receiving a selection of at least one of a plurality of pre-defined player-selectable pay lines;

>   randomly selecting a plurality of symbols to form a first array;

>   displaying the first array;

>   identifying winning symbols in the first array that form any first winning combination along one or more pay lines of the plurality of pre-defined player-selectable pay lines;

>   awarding the player for the first winning combination in the first array if the first array contains the first winning combination along one or more pay lines of the plurality of pre-defined player-selectable pay lines;

>   replacing one or more of the winning symbols in the first array that form the first winning combination with a randomly determined replacement symbol to form a second array;

>   displaying the second array;

>   identifying winning symbols in the second array that form any second winning combination along one or more pay lines of the plurality of pre-defined player-selectable pay lines; and

>   awarding the player for the second winning combination in the second array.

2. (Original) The method of conducting a wagering game as described in claim 1, wherein less than all of the winning symbols that form the first winning combination are replaced.

3. (Original) The method of conducting a wagering game as described in claim 1, wherein a wild symbol is one of the winning symbols forming the first winning combination and is not replaced.

4.   (Currently Amended) The method of conducting a wagering game as described in claim 1, wherein the wagering game includes a basic wagering game and a bonus wagering game, the basic wagering game having a pay structure that is paid in accordance with a basic pay table, the bonus wagering game including the displaying of the first array and the displaying of the second array, at least one of the awarding for the first winning combination and the awarding for the second winning combination being based on a pay structure that is paid in accordance with its own bonus pay table, the bonus pay table being different than the basic pay table ~~the first winning combination occurs on an active pay line~~.

5.   (Currently Amended) The method of conducting a wagering game as described in claim 4, wherein the awarding for the first winning combination is based on a first bonus pay table and the awarding for the second winning combination is based on a second bonus pay table ~~less than all of the wining symbols that form the first winning combination are replaced~~.

6.   (Currently Amended) The method of conducting a wagering game as described in claim 1 ~~claim 4~~, wherein the wager is for each of the at least one of the plurality of pre-defined player-selectable pay lines that is selected ~~a wild symbol is one of the winning symbols forming the first winning combination and is not replaced~~.

7.   (Currently Amended) The method of conducting a wagering game as described in claim 1, wherein the wagering game includes a basic wagering game and a bonus wagering game, the basic wagering game having a pay structure that is paid in accordance with a basic probability table, the bonus wagering game including the displaying of the first array and the displaying of the second array, at least one of the awarding for the first winning combination and the awarding for the second winning combination being based on a pay structure that is paid in accordance with its own bonus probability table, the bonus probability table being different than the basic probability table ~~A method of conducting a wagering game on a gaming machine, comprising:~~
    ~~receiving a wager from a player to initiate play of the wagering game;~~
    ~~randomly selecting a plurality of symbols to form a first array;~~
    ~~displaying the first array;~~
    ~~identifying any first winning pay line;~~

~~awarding the player for the first winning pay-line in the first array;~~

~~randomly determining a replacement symbol for each of the symbols on the first winning pay-line in the first array;~~

~~replacing one or more of the symbols on the first winning pay-line in the first array with the randomly determined replacement symbols to form a second array;~~

~~displaying the second array; and~~

~~awarding the player for any second winning pay-line in the second array.~~

8.   (Currently Amended) The method of conducting a wagering game as described in claim 7, wherein <u>the awarding for the first winning combination is based on a first bonus probability table and the awarding for the second winning combination is based on a second bonus probability table</u> ~~less than all of the identified symbols that form the first winning pay-line are replaced~~.

9.   (Currently Amended) The method of conducting a wagering game as described in claim 1 ~~7~~, wherein a wild symbol is one of the <u>winning</u> symbols on <u>at least one of any first winning combination and any second winning combination along one or more pay lines of the plurality of pre-defined player-selectable pay lines</u> ~~the first winning pay-line~~ and is not replaced.

10.   (Currently Amended) A <u>gaming machine for</u> ~~method of~~ conducting a wagering game <u>on</u> ~~a gaming machine~~, comprising:

a <u>value input device for</u> receiving a wager from a player to initiate play of the wagering game;

a <u>display for displaying a first array of symbols in visual association with a plurality of pre-defined player-selectable pay lines, the first array being formed by</u> randomly selecting a plurality of symbols ~~to form a first array~~; <u>and</u>

~~displaying the first array;~~

a <u>controller coupled to the display and operative to</u>

<u>receive player selections from the player of at least one of the plurality of pre-defined player-selectable pay lines to identify at least one player-selected pay line,</u>

identifying a first winning symbol in the first array that creates any first winning

outcome <u>along the at least one player-selected pay line</u>;

awarding the player for the first winning outcome;

replaceing the first winning symbol with a randomly determined first replacement

symbol to form a second array;

displaying the second array;

identifying a second winning symbol in the second array that creates any second

winning outcome <u>along the at least one player-selected pay line</u>; and

awarding the player for the second winning outcome.

11.   (Currently Amended) The <u>gaming machine for</u> ~~method of~~ conducting a wagering game
as described in claim 10<u>, wherein the controller is</u> further <u>operative to</u> ~~including~~:

replaceing the second winning symbol with a randomly determined second

replacement symbol to form a third array;

displaying the third array;

identifying a third winning symbol in the third array that forms any third winning

outcome <u>along the at least one player-selected pay line</u>; and

awarding the player for the third winning outcome.

12.   (Currently Amended) The <u>gaming machine for</u> ~~A method of~~ conducting a wagering
game <u>as described in claim 10</u> ~~on a gaming machine~~, <u>wherein the wagering game includes a
basic wagering game and a bonus wagering game, the basic wagering game having a pay
structure that is paid in accordance with a basic pay table, the bonus wagering game including
the displaying of the first array and the displaying of the second array, at least one of the award
for the first winning outcome and the award for the second winning outcome being based on a
pay structure that is paid in accordance with a bonus pay table, the bonus pay table being
different than the basic pay table</u> ~~comprising~~:

~~receiving a wager from a player to initiate play of the wagering game;~~

~~randomly selecting a plurality of symbols to form a first array;~~

~~displaying the first array;~~

~~identifying at least one start-bonus symbol in the first array;~~

~~replacing each start-bonus symbol with a randomly determined replacement~~

~~symbol to form a second array;~~

~~displaying the second array;~~

~~identifying any winning bonus game outcome in the second array; and~~

~~awarding the player for the winning bonus game outcome.~~

13.   (Currently Amended) The <u>gaming machine for</u> ~~method of~~ conducting a wagering game as described in claim 12, <u>wherein the awarding for the first winning outcome is based on a first bonus pay table and the awarding for the second winning outcome is based on a second bonus pay table</u> ~~further including:~~

~~identifying a winning basic game outcome in the first array; and~~

~~awarding the player for the winning basic game outcome.~~

14.   (Currently Amended) <u>The gaming machine for</u> ~~A method of~~ conducting a wagering game <u>as described in claim 10</u> ~~on a gaming machine,~~ <u>wherein the wager is for the at least one player-selected pay line</u> ~~comprising:~~

~~receiving a wager from a player to initiate play of the wagering game;~~

~~randomly selecting a plurality of symbols to form a first array;~~

~~displaying the first array;~~

~~identifying winning symbols in the first array that form a scatter pay;~~

~~awarding the player for the scatter pay in the first array;~~

~~replacing each of the winning symbols with a randomly determined replacement~~

~~symbol to form a second array;~~

~~displaying the second array; and~~

~~awarding the player for a wining outcome in the second array.~~

15.   (Currently Amended) The <u>gaming machine for</u> ~~method of~~ conducting a wagering game as described in claim <u>10</u> ~~14~~, <u>wherein the wagering game includes a basic wagering game and a bonus wagering game, the basic wagering game having a pay structure that is paid in accordance with a basic probability table, the bonus wagering game including the displaying of the first array and the displaying of the second array, at least one of the award for the first winning outcome and the award for the second winning outcome being based on a pay structure that is paid in</u>

accordance with a bonus probability table, the bonus probability table being different than the basic probability table ~~less than all of the winning symbols that form the scatter pay are replaced~~.

16.   (Currently Amended) The gaming machine for ~~method of~~ conducting a wagering game as described in claim 15 ~~14~~, wherein the award for the first winning outcome is based on a first bonus probability table and the award for the second winning outcome is based on a second bonus probability table ~~a wild symbol is one of the winning symbols forming the scatter pay and is not replaced~~.

17.   (Currently Amended) The gaming machine for ~~method of~~ conducting a wagering game as described in claim 10 ~~14~~, wherein the controller is further operative to shift the first replacement symbol in the first array to fill a position of the first array that is occupied by the first winning symbol prior to the replacing of the first winning symbol ~~the winning symbols forming the scatter pay must occur on an active pay line~~.

18.   (Currently Amended) The gaming machine for ~~method of~~ conducting a wagering game as described in claim 10 ~~17~~, wherein the controller is further operative to

    identify another first winning symbol in the first array; and

    shift another first replacement symbol in the first array to fill a position of the first array that is occupied by the another first winning symbol prior to being replaced by the another first replacement symbol ~~less than all of the wining symbols that form the scatter pay are replaced~~.

19.   (Currently Amended) The gaming machine for ~~method of~~ conducting a wagering game as described in claim 10 ~~17~~, wherein the display includes displaying a first bonus pay table associated with a pay structure for the first winning outcome, a second bonus pay table associated with a pay structure for the second winning outcome, and a basic pay table associated with a pay structure for a basic wagering game ~~a wild symbol is one of the winning symbols forming the scatter pay and is not replaced~~.

20.   (New) A computer readable storage medium encoded with instructions for directing a gaming system to perform the method of claim 1.